

USER INPUT (UI)

USER INPUT ALLOWS US TO GET INFORMATION WE NEED FROM USERS!

INTERACTIVE TUTORIAL : <http://tdev.ly/ubfqg>

We will learn how to get an input from the user using the "Wall" service in TouchDevelop!

User input is an essential part of programming because it makes a program interactive by asking input from the user!

We will take a look on how we are able to request for an input from the user in TouchDevelop!

USING 'ASK STRING'

```
var name := wall → ask string("What is your name?")
```

Equivalent output



In the above example, we created a variable called 'name' and assign the 'Wall -> ask string(string input)' service.

The 'name' variable saves the user input so we are able to access it later on in the program!

```
var greetuser := ("Hello " || name)
```

```
greetuser → post to wall
```



In the example above, we create a new variable 'greetuser', which concatenate (add) two strings together using the "||" operator.

The result of `greetuser` will be *"Hello 'user's input' "*.

USING 'ASK NUMBER'

```
| var age := wall → ask number("What is your age?")
```

```
| var age_output := ("Your age is " || age)
```



Equivalent output



When is your birthday?

In this example, we ask the user for his/her age and save it in a variable called 'age'. We then use the data stored in 'age' to create a new string variable 'age_output'!

USING 'ASK BOOLEAN'

```
var answer := wall → ask boolean("Is programming fun?", "Yes or No")
```

Equivalent output



Is programming fun?
Yes or No

NO YES

In this example, we ask the user if he/she fun programming fun and the answer is either a 'Yes' or 'No'. However do take note that the value 'answer' stores will be either a 'True' or 'False' and not 'Yes' or 'No'

USING 'PICK DATE'

```
var date := wall → pick date("When is your birthday?", "pick a date")
```

Equivalent output

When is your birthday?

pick a date

dd/mm/yyyy

OK

In this example above, we used the 'pick date' services to get our user to input his/her birthday and we save it in a variable '**date**'.

CONCLUSION

1. User Input is important because it makes your program interactive!
2. You can request information that you need from the user!
3. We can choose a variety of actions from 'Wall' to request an information from the user such as:
 - ask string
 - ask number
 - ask boolean (True or false)
 - pick date (Allow user to pick a date in the format of 'mm/dd/yy')
 - pick time
 - pick string (Different from 'ask string')

There are more actions that 'Wall' can provide and you should explore it on your own!